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A common transform engine for MPEG and AC3 audio decoder

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Abstract:

A common hardware engine that performs the frequency to time domain transform for both MPEG and Dolby AC3 audio standards is presented. An integral part of the dual mode audio decoder, the cost-effective approach taken here requires minimal computation steps with due consideration of control, address generation, data pipelining, and the overall hardware structure

Index Terms:

audio coding code standards decoding digital signal processing chips discrete cosine transforms fast Fourier transforms inverse problems pipeline processing telecommunication standards transform coding AC3 audio decoder Dolby AC3 audio standard FFT MPEG audio decoder MPEG audio standard address generation control data pipelining dual mode audio decoder frequency to time domain transform hardware engine hardware structure inverse modified discrete cosine transform transform engine

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